



Applicant: Iwao Fujisaki,
SIMULATION SOFTWARE-wrinkles

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1-28 (Canceled)

29. (New) An arm joint wrinkle displaying method which displays object with arm joint wrinkle on display, wherein said method comprising the steps of: retrieving image of said object from data storage area, and displaying said image of said object on said display, wherein said object comprises arm, said arm comprises upper arm, lower arm, and arm joint, said upper arm and said lower arm are connected by said arm joint, arm joint angle value which indicates the angle created by said upper arm and said lower arm at said arm joint is variable, and when said arm joint angle value indicates 1st value, a 1st length of wrinkle image which indicates image of wrinkle of a certain length is displayed on or near said arm joint, and when said arm joint angle value indicates 2nd value, a 2nd length of wrinkle image which indicates image of wrinkle shorter than said 1st length of wrinkle image is displayed on or near said arm joint, wherein said 2nd value is value higher than said 1st value.

30. (New) An arm joint wrinkle displaying method which displays object with arm joint wrinkle on display, wherein said method comprising the steps of: retrieving image of said object from data storage area, and displaying said image of said

object on said display, wherein said object comprises arm, said arm comprises upper arm, lower arm, and arm joint, said upper arm and said lower arm are connected by said arm joint, arm joint angle value which indicates the angle created by said upper arm and said lower arm at said arm joint is variable, and when said arm joint angle value indicates 1st value, a 1st amount of wrinkle image is displayed on or near said arm joint, said 1st amount of wrinkle image is an integral number, and when said arm joint angle value indicates 2nd value, a 2nd amount of wrinkle image is displayed on or near said arm joint, said 2nd amount of wrinkle image is an integral number, wherein said 2nd value is value higher than said 1st value and said 2nd amount of wrinkle image is smaller compared to said 1st amount of wrinkle image.

31. (New) An arm joint wrinkle displaying method which displays object with arm joint wrinkle on display, wherein said method comprising the steps of: retrieving image of said object from data storage area, and displaying said image of said object on said display, wherein said object comprises arm, said arm comprises upper arm, lower arm, and arm joint, said upper arm and said lower arm are connected by said arm joint, arm joint angle value which indicates the angle created by said upper arm and said lower arm at said arm joint is variable, and when said arm joint angle value indicates 1st value, a 1st length of wrinkle image which indicates image of wrinkle of a certain length is displayed on or near said arm joint and a 1st amount of wrinkle image is displayed on or near said arm joint, said 1st amount of wrinkle image is an integral number, and when said arm joint angle value indicates 2nd value, a 2nd length of wrinkle image which

indicates image of wrinkle shorter than said 1st length of wrinkle image is displayed on or near said arm joint and a 2nd amount of wrinkle image is displayed on or near said arm joint, said 2nd amount of wrinkle image is an integral number, wherein said 2nd value is value higher than said 1st value and said 2nd amount of wrinkle image is smaller compared to said 1st amount of wrinkle image.